

TOW GUNNERY TABLES 3 AND 4: ADVANCED GUNNERY

☐ **PRACTICE** ☐ **QUALIFICATION**

For use of this form, see FM 3-22.34. The proponent agency is TRADOC.

NAME		RANK	UNIT		
DATE	DISK#				
MISSION#	INDIVIDUAL GUNNERY TASK TESTED	SIGHT	SCORE	SUCCESSFUL	
#				<input type="checkbox"/> YES	<input type="checkbox"/> NO
#				<input type="checkbox"/> YES	<input type="checkbox"/> NO
#				<input type="checkbox"/> YES	<input type="checkbox"/> NO
#				<input type="checkbox"/> YES	<input type="checkbox"/> NO
#				<input type="checkbox"/> YES	<input type="checkbox"/> NO
#				<input type="checkbox"/> YES	<input type="checkbox"/> NO
#				<input type="checkbox"/> YES	<input type="checkbox"/> NO
#				<input type="checkbox"/> YES	<input type="checkbox"/> NO
#				<input type="checkbox"/> YES	<input type="checkbox"/> NO
#				<input type="checkbox"/> YES	<input type="checkbox"/> NO
TOTAL TRACKING SCORE				SUCCESSFUL MISSIONS: _____	

GUNNER CLASSIFICATION

EXPERT / 875 - 1,000

1ST CLASS / 750 - 874

2ND CLASS / 625 - 749

SCORING ADVANCE GUNNERY TABLES

IN THE INDIVIDUAL GUNNERY TABLES, THE GUNNER RATING IS DETERMINED BY HIS TOTAL POINT SCORE FOR 10 MISSIONS, PLUS HE MUST HAVE AT LEAST 6 SUCCESSFUL MISSIONS. A SUCCESSFUL MISSION IS ONE WHERE THE GUNNER CORRECTLY FOLLOWS THE TRAINERS FIRE COMMANDS AND ENGAGES AND DESTROYS THE CORRECT TARGET. IF THE MISSION IS A FRATRICIDE MISSION, THE GUNNER SHOULD **NOT** ENGAGE THE TARGET. IF HE **DOES NOT** ENGAGE THE FRIENDLY VEHICLE, HE SCORES 100 POINTS AND A SUCCESSFUL MISSION. IF HE **DOES** ENGAGE THE FRIENDLY VEHICLE, HE SCORES 0 POINTS AND AN UNSUCCESSFUL MISSION. IN TARGET ENGAGEABILITY AND EVASIVE TARGET SCENARIOS IT DOES NOT MATTER WHICH TARGET IS ENGAGED.